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a satellite processor wherein said satellite processor transmits the game input to the host processor, receives the game seed and the game result from the host processor, and verifies the honesty of the gaming transaction by (i) generating a theoretical game result based on the game input, the game seed, and the predetermined game rules, and (ii) comparing the generated theoretical game result with the received game result;

wherein multiple game seeds are used to generate multiple game results in accordance with the predetermined game rules.

21. The apparatus according to Claim 20, where multiple players are involved in individual game input and game results within a single game.

22. The apparatus according to Claim 21, where multiple game seeds and multiple players are involved in individual game input within a single game.

23. The apparatus according to Claim 20, where multiple game seeds are used sequentially within a single game to allow intermediate verification of game results in accordance with the game rules.

24. The apparatus according to Claim 20, where one or more game seeds are used to establish game environment parameters.

25. The apparatus according to Claim 24, where a game seed is used to generate individual game information for satellite processors.

26. The apparatus according to Claim 20, where there are at least two host processors that each contribute to creating a game seed.

27. The apparatus according to Claim 26, where the host processors are independent of each other.

28. An apparatus for creating a collaborative random output over a communications network, comprising:

a host processor, wherein said host processor generates a host random number, receives a satellite random number, and generates a collaborative random output based on said satellite random number and said host random number; and

a satellite processor, wherein said satellite processor

generates the satellite random number, and transmits said satellite random number to said host processor;

wherein multiple host random numbers are used to generate multiple collaborative random outputs.

29. The apparatus according to Claim 28, where multiple users are involved in generating multiple satellite random numbers used to generate the collaborative random output.

30. The apparatus according to claim 28, further comprising satellite processors that do not participate in generating the collaborative random output but which utilize the collaborative random output.

31. The apparatus according to Claim 28, where there are at least two host processors that each contribute to the creation of the host random number.

32. The apparatus according to Claim 31, where the host processors are independent of each other.

33. A business process for creating a secure contract over a network, comprising the steps of:

generating a contract agreement, comprising the steps of determining a contract rule set, determining a set of expectations for one or more contracting parties, and determining potential contract outcomes;

receiving initial conditions for contract generation from the one or more contracting parties;

carrying out contract activity according to the contract rule set such that the one or more contracting parties act in a synchronized manner according to the contract rule set and the set of expectations;

generating a non-refutable contract log detailing all contract transactions;

generating a theoretical contract log detailing expected contract transactions based on the contract rule set, the set of expectations, and the initial conditions; and

verifying the contract transactions as recorded in the contract log by comparing the contract transactions in the contract log to the expected contract transactions in the theoretical contract log.

34. The business process according to Claim 33, wherein after the process is completed, financial transactions occur based upon the secure contract.

35. The business process according to Claim 33, where the contract activities over the network are non-refutable.

36. The business process according to Claim 35, where one or more digital signatures are used to provide non-refutable identification of the one or more contracting parties.

37. The business process according to Claim 35, where the activities are non-refutable by any of the one or more contracting parties to the secure contract.

38. The business process according to Claim 35, where the activities are non-refutable by a supporting party with an interest in the secure contract.

39. The business process according to Claim 35, where the activities are non-refutable by a supporting party providing recourse for improper contracts.

40. The business process according to Claim 33, where the contract rule set and initial conditions further comprise hidden events, which comprise random events generated by a trusted third party.

41. The business process according to Claim 33, where the contract log further comprises simultaneous events, wherein said simultaneous events are held, controlled and verified by a trusted third party.

42. The business process according to Claim 33, where any contracting or supporting party can provide recourse in the event of problems during creation of the secure contract.

43. A business process for conducting gaming transactions over a network, comprising the steps of:

receiving a game input;
generating a game seed;
generating an actual game result based on the game input,
game seed, and predetermined game rules;
verifying the honesty of the gaming transaction by

generating a theoretical game result based on the game input, game seed, and predetermined game rules, and comparing the theoretical game result with the actual game result; and conducting financial transactions based upon the verified actual game result.

44. The business process according to Claim 43, where the gaming transactions over the network are non-refutable.

45. The business process according to Claim 43, further comprising the step of generating random game events.

46. The business process according to Claim 43, further comprising the step of generating simultaneous game events.

REMARKS

Consideration and allowance of the subject application are respectfully requested.

Claims 20-46 are pending in the application. Claims 20, 28, 33, and 43 are independent. Claims 1-19 are being deleted in this Amendment, and Claims 20-46 are newly added.

In view of the above amendments and remarks, it is

believed that this application is now in condition for allowance, and a Notice thereof is respectfully requested.

Applicants' undersigned attorney may be reached in our Washington, D.C. office by telephone at (202) 625-3500. All correspondence should continue to be directed to our address given below.

Respectfully submitted,


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